-(void) createBtn

{

UIButton\* btn = [UIButton buttonWithType:UIButtonTypeRoundedRect];

btn.frame = CGRectMake(100, 100, 100, 100);

[btn setTitle:@"anniu" forState:UIControlStateNormal];

/\*

向按钮添加事件函数

P1：谁来实现这个事件函数，实现者对象就是这个“谁”

P2：@selector（pressBtn）：函数对象，当按钮满足P3事件类型时，调用函数

P3：UIControlEvent：事件处理函数类型

UIControlEventTouchUpIside：当手指离开屏幕并且手指的位置在按钮范围内

UIControlEventTouchDown：当手指触碰到屏幕上

\*/

[btn addTarget:self action:@selector(pressBtn:) forControlEvents:UIControlEventTouchUpInside];

//触碰时调用的事件函数

[btn addTarget:self action:@selector(touchdown) forControlEvents:UIControlEventTouchDown];

[self.view addSubview:btn];

UIButton\* btn02 = [UIButton buttonWithType:UIButtonTypeRoundedRect];

btn02.frame = CGRectMake(200, 200, 200, 200);

[btn02 setTitle:@"anniu 02" forState:UIControlStateNormal];

//可以是多个按钮使用同一个事件函数来处理不同按钮的事件

[btn02 addTarget:self action:@selector(pressBtn:) forControlEvents:UIControlEventTouchUpInside];

[self.view addSubview:btn02];

//设置按钮的标记值

btn.tag = 101;

btn02.tag = 102;

}

-(void)pressBtn:(UIButton\*)btn

{

if(btn.tag ==101)

{

NSLog(@"1号猛男插入了!=w=");

}

if(btn.tag ==102)

{

NSLog(@"2号猛男插入！");

}

}

-(void)touchdown

{

NSLog(@"=w=触碰成功！");

}